

image works

PLAYER'S GUIDE

COMMODORE C64 / 128

DISK

Type load "*", 8, 1 press RETURN

Tape

To load: Press the SHIFT + RUN STOP keys together.

OBJECTIVES

The dictator Fernandez has set up eight bases to secure the area that he has captured. It is your mission to seek out and destroy all of these bases in order to topple the dictatorship and free the land. Throughout this occupied territory there are many caches of stolen gold and prisons housing miserable POW's. You receive medals, and bonus points, for destroying buildings, recovering gold and freeing prisoners. Needless to say, there are many hostile soldiers patrolling the land who will object strongly to your intrusion, and do their utmost to exterminate you.

CONTROLS

TITLE SCREEN

Key	Action
1	One player mode.
2	Two player simultaneous mode.
Commodore	Display last game status.

GAME

Key	Action
Run Stop	Display map
Commodore	Status: Medals & Bases destroyed.
Restore	Quit
Q	Pause

The status line at the top of the screen shows your current score, the number of grenades you have and your health. Whilst you are in the jeep, the status line shows the jeep's health and number of cannon shells.
When you have reached the high score, a "<" symbol is placed next to the high score to show your achievement.
The number of bases you have destroyed is displayed by the number of highlighted digits of the high score.

THE GAME IS PRIMARILY JOYSTICK CONTROLLED:

ON FOOT

To fire the machine gun: press the fire button.
To fire a grenade: press and hold the fire button.
You can pick up cannon shells, which tanks leave behind when they are destroyed, that you can fire from your machine gun.
To get into the jeep: move onto the jeep and press the fire button.

IN THE JEEP

In one player mode, the player is the driver.
In two player mode the first player into the jeep is the driver, the second is the passenger.

The driver can only shoot in the direction the jeep is pointing.
To fire the machine gun: press the fire button.
To fire the cannon: press and hold the fire button.

The passenger can aim, in any direction, using the joystick and fire the machine gun.

To leave the jeep: waggle the joystick left/right.

The number of grenades and cannon shells are limited. Collect Ammo. Boxes to get more grenades. Each new jeep has sixteen cannon shells, to get more pick up the shells that the tanks leave behind.

SCORING

BADDIES

Item	Score	Killed by:	Info.
Tank	500	G,C	Leaves cannon shells when destroyed.
Lorry	400	G,C	
Train	400	G,C	Drops troops.
Plane			Drops bombs, health parcels, super troops.
Bike	50	All	Rider is thrown free
Boats	400	G,C	
Mines		G	
Foot troops	20	All	
Roof troops	20	G,C	
Tree troops	20	G,C	
Bunker troops	20	All	
Super troops	100	All	
Water			Fatal

GOODIES

Item	Score	Got by:	Info.
Houses		G,C	Leaves ammo. box
Ammo. box	100	Foot	2 Grenades
Cannon shells		Foot	10 Cannon shots
Cannon shells	100	Jeep	5 Cannon shots
Bases	1000	G,C	Gives extra life

Grenade boxes	300		3 Grenades (in rooms)
Gold	400		(in rooms)
Prisoners	900	G,C	(in rooms)
Red Cross Box	100		restores health

Key
G = Grenades
C = Cannon shells

MEDALS

There are seven medals to collect:

1) Wounded in battle
2) Destroying enemy vehicles
3) Destroying buildings
4) Collecting stolen gold
5) Freeing the prisoners
6) Destroying the bases
7) Freeing all the prisoners & destroying all the bases.

AMSTRAD CPC / SINCLAIR SPECTRUM

SINCLAIR SPECTRUM

DISK (128k)
Select LOADER from the title menu, game will auto run.

TAPE 48k
To load: Type LOAD " "press ENTER

AMSTRAD CPC

DISK
To load: Type RUN"DISC

TAPE
To load: Type 1 Tape (on disk based machines)
Press the CONTROL + ENTER keys together

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CONTROLS AMSTRAD CPC

TITLE SCREEN

Key	Action
1	One player start.
2	Two player start.
K	User definable keyboard.
J	Joystick

GAME

Key	Action
CONTROL	Display map
ESC	Pause

CONTROLS: SINCLAIR SPECTRUM

TITLE SCREEN

Key	Action
1	One player start.
2	Two player start.
3	User definable keyboard.
4	Kempston joystick.
5	Sinclair joystick

GAME

Key	Action
1	Display map
2	Pause

ON FOOT

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IN THE JEEP

To fire the machine gun: press the fire button. To fire the cannon: press and hold the fire button.

To leave the jeep: move left/right in rapid succession.

The number of grenades and cannon shells are limited. Collect Ammo. Boxes to get more grenades. Each new jeep has sixteen cannon shells, to get more pick up the shells that the tanks leave behind.

The status line at the top of the screen shows your current score, the number of grenades you have, the number of lives remaining, the number of bases you have destroyed and your health. Whilst you are in the jeep, the status line shows the jeeps health and number of cannon shells.

SCORING

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6) Destroying the bases
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AMIGA / ATARI ST

AMIGA

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YOUR MISSION

You play the role of the crack-commando Harman, whose job it is to assassinate the tyrannical dictator Fernandez and the 8 members of his evil Junta. Whilst battling your way through the enemy stronghold, you must also try to free your comrades taken prisoner and held in the Prisoner-of-War camps found scattered around the complex.

YOUR EQUIPMENT

You are armed with both a machine gun and rocket launcher (since vehicles and gun emplacements can only be destroyed by rockets). Jeeps you drive are similarly equipped. You carry a supply of high explosive, and you must use this to blow the doors of the prisoner camps, banks (and safes within), armouries, Junta HQ, and other assorted buildings in the stronghold.

YOUR OPPOSITION

The enemy troops are armed with automatic rifles, and are supported by machine gun emplacements, tanks, trains, patrol boats and armoured trucks.

THE SCREEN DISPLAY

The icons at the top of the screen represent your lives remaining, the explosives you are carrying, the number of Junta you have successfully assassinated, the number of hand-held rockets you are carrying, and the number of rockets for the jeep's launcher. The jeep icon shows its damage status (when only half this icon is visible the jeep will catch fire, and then ultimately explode when it reaches zero).

THE CONTROLS

A joystick must be used to control Harman. The jeep is also controlled by joystick. The jeep handles in a manner similar to a real vehicle – it can be driven in both forward and reverse gears. The three forward gears are automatic. To change from forward to reverse gears (or vice versa), the jeep must be turned, then the joystick pushed in the required direction. The speed of the jeep will vary depending on the type of terrain over which it is being driven, or the extent of damage it has sustained.

To fire a round of ammunition, press the fire button. To fire a rocket, keep the fire button depressed and a rocket will be fired every third shot.

To enter a jeep, stand close to it and fire. To leave the jeep, waggle the joystick left and right rapidly (or press SPACE BAR). You may be unable to leave the jeep if you parked it too close to a wall or other obstacle.

To blow a door, step up to it on foot, attach the explosive by touching it to the door lock (the dynamite icon will then flash) and get well clear. The door will blow after the fuse has burnt through. Many buildings can then be entered and explored for valuable items (e.g. weaponry, and cash in safes). Pull the joystick diagonally if Harman is in the corner of a building.

If the jeep catches fire, quickly drive through the nearest car wash (found at every garage) and this will douse the flames, However, if the jeep does explode, a replacement will be found at on the next garage forecourt.

SCORING

Points are awarded for destroying troops, tanks, trucks, trains and gun-boats, and for blowing a safe.

Prisoners you have freed will run away from where you are standing, as they attempt to get away from the havoc you are wreaking. Points are awarded for each prisoner who successfully escapes off-screen.

Junta (the soldiers with full military dress in the red-cross HQ's) will make a run for it to the next HQ unless you can shoot them first. A large bonus is awarded for each member of the Junta successfully assassinated.

BEWARE . . .

Enemy troops will attempt to ambush you by hiding in trees – rocketing the tree will destroy both it and the soldier.

Level crossing barriers cannot be driven across when a train is approaching. It is possible to drive the jeep along the rails, but beware of approaching express trains. . .

Extra lives will be awarded according to your performance, both in terms of progress and points.

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MPIX–FER3

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